

## EAST Search History

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
L3	83	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)) same (install\$4 deploy\$4) and 709/223	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:47
L4	34	(receiv\$4) with remote adj invocation	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:37
L5	2	(receiv\$4) with remote adj invocation and 709/223	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:15
L7	3	(receiv\$4) with remote adj invocation and ((san) (storage adj area adj network))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:16
L8	1	server with (lack\$4) with administ\$5 same ((san) (storage adj area adj network))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:40
L10	28	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)) same remote with (install\$4 deploy\$4)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:49
L14	107	((remote adj invocation) ) and ((san) (storage adj area adj network))	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:49
L15	11	((remote adj invocation) ) and ((san) (storage adj area adj network)) and (717/170 717/171 717/174 717/176 717/178 717/168 709/223)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:32

## EAST Search History

L17	89	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)) same (install\$4 deploy\$4) and (717/170 717/171 717/174 717/176 717/178 717/168 709/223)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:33
L18	2	(receiv\$4) with remote adj invocation and (717/170 717/171 717/174 717/176 717/178 717/168 709/223)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:40
L20	3	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)) same remote with (install\$4 deploy\$4) and (717/170 717/171 717/174 717/176 717/178 717/168 709/223)	US-PGPUB; USPAT; USOCR; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2007/05/08 17:41
L21	218	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)).clm.	US-PGPUB	OR	ON	2007/05/08 17:41
L22	8	(administer\$4 manag\$5 maintain\$4) same ((san) (storage adj area adj network)) same (install\$4 deploy\$4).clm.	US-PGPUB	OR	ON	2007/05/08 17:48


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Relevance scale

## 1 [Video staging: a proxy-server-based approach to end-to-end video delivery over wide-area networks](#)

Zhi-Li Zhang, Yuewei Wang, David H. C. Du, Dongli Shu

August 2000 **IEEE/ACM Transactions on Networking (TON)**, Volume 8 Issue 4

Publisher: IEEE Press

Full text available: [pdf\(432.53 KB\)](#)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#), [review](#)

**Keywords:** MPEG, end-to-end video delivery, heterogeneous networking environment, proxy server, video smoothing, video staging, video streaming

## 2 [Putting it together: Storage and the network](#)

Win Treese

March 2005 **netWorker**, Volume 9 Issue 1

Publisher: ACM Press

Full text available: [pdf\(145.58 KB\)](#)Additional Information: [full citation](#), [abstract](#), [index terms](#) [html\(13.52 KB\)](#)

For as long as I can remember---and probably since the invention of the computer---there have been two rules about storage space for computer data: You never have enough of it, and if you have more, it's not connected to the right computer. Somehow this seems to be true even with the incredible increases in the capacity of disk drives, with retail prices in the neighborhood of 50 cents per gigabyte.

## 3 [Constructing collaborative desktop storage caches for large scientific datasets](#)

Sudharshan S. Vazhkudai, Xiaosong Ma, Vincent W. Freeh, Jonathan W. Strickland, Nandan Tammineedi, Tyler Simon, Stephen L. Scott

August 2006 **ACM Transactions on Storage (TOS)**, Volume 2 Issue 3

Publisher: ACM Press

Full text available: [pdf\(833.76 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

High-end computing is suffering a *data deluge* from experiments, simulations, and apparatus that creates overwhelming application dataset sizes. This has led to the proliferation of high-end mass storage systems, storage area clusters, and data centers. These storage facilities offer a large range of choices in terms of capacity and access rate, as well as strong data availability and consistency support. However, for most end-users, the "last mile" in their analysis pipeline o ...

**Keywords:** Distributed storage, parallel I/O, scientific data management, serverless

storage system, storage cache, storage networking, storage resource management, storage scavenging, striped storage

4 GraphicsNet '95: integrated voice, video, graphics and data network using asynchronous transfer mode (ATM)

Mark Clinger

February 1996 **ACM SIGGRAPH Computer Graphics**, Volume 30 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(1.15 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Every year demonstrations at the SIGGRAPH conference push the envelope in state-of-the-art graphics. In 1995, SIGGRAPH also pushed the envelope in networking by deploying a conference-wide, production ATM network. GraphicsNet, the conference network, consisted of 400 Ethernet-over-ATM connections and 100 directly attached ATM devices. GraphicsNet was one of the largest ATM backbone networks deployed to date. Using the latest hardware and software available, GraphicsNet provided a switched intern ...

5 FreeLoader: Scavenging Desktop Storage Resources for Scientific Data

Sudharshan S. Vazhkudai, Xiaosong Ma, Vincent W. Freeh, Jonathan W. Strickland, Nandan Tammineedi, Stephen L. Scott

November 2005 **Proceedings of the 2005 ACM/IEEE conference on Supercomputing SC '05**

Publisher: IEEE Computer Society

Full text available:  [pdf\(410.23 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

High-end computing is suffering a data deluge from experiments, simulations, and apparatus that creates overwhelming application dataset sizes. End-user workstations—despite more processing power than ever before—are ill-equipped to cope with such data demands due to insufficient secondary storage space and I/O rates. Meanwhile, a large portion of desktop storage is unused. We present the FreeLoader framework, which aggregates unused desktop storage space and I/O bandwidth into a shared cache/sc ...

**Keywords:** Distributed storage, storage scavenging, storage cache, serverless storage system, scientific data management, parallel I/O, striped storage

6 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E. Longenecker

December 1996 **ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems IS '97**, Volume 28 Issue 1

Publisher: ACM Press

Full text available:  [pdf\(7.24 MB\)](#) Additional Information: [full citation](#), [citations](#)

7 Network attached storage architecture

Garth A. Gibson, Rodney Van Meter

November 2000 **Communications of the ACM**, Volume 43 Issue 11

Publisher: ACM Press

Full text available:  [pdf\(224.67 KB\)](#)  [html\(43.39 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

8 An end-to-end approach to globally scalable programmable networking

 Micah Beck, Terry Moore, James S. Plank  
August 2003 **ACM SIGCOMM Computer Communication Review, Proceedings of the ACM SIGCOMM workshop on Future directions in network architecture FDNA '03**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: .pdf(447.96 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The three fundamental resources underlying Information Technology are bandwidth, storage, and computation. The goal of wide area infrastructure is to provision these resources to enable applications within a community. The end-to-end principles provide a scalable approach to the architecture of the shared services on which these applications depend. As a prime example, IP and the Internet resulted from the application of these principles to bandwidth resources. A similar application to storage r ...

**Keywords:** Internet Backplane Protocol, Logistical Network Computing, active networking, asynchronous communications, distributed state management, end-to-end design, network storage, programmable networking, scalability, store and forward network

**9 Ultra-high-density data storage: introduction**

 Lambertus Hesselink  
November 2000 **Communications of the ACM**, Volume 43 Issue 11

Publisher: ACM Press

Full text available: .pdf(197.03 KB) Additional Information: [full citation](#), [index terms](#)  
.html(17.12 KB)

**10 OS support for a commodity database on PC clusters: distributed devices vs. distributed file systems**

Felix Rauch, Thomas M. Stricker

January 2005 **Proceedings of the 16th Australasian database conference - Volume 39 ADC '05**

Publisher: Australian Computer Society, Inc.

Full text available: .pdf(231.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we attempt to parallelise a commodity database for OLAP on a cluster of commodity PCs by using a distributed high-performance storage subsystem. By parallelising the underlying storage architecture we eliminate the need to make any changes to the database software. We look at two options that differ in their complexity and features: Distributed devices and distributed file systems. The former aggregates several single disks within the cluster into a RAID device across the network. ...

**11 Location-awareness and interworking: Proximity services supporting network virtual memory in mobile devices**

 Emanuele Lattanzi, Andrea Acquaviva, Alessandro Bogliolo  
October 2004 **Proceedings of the 2nd ACM international workshop on Wireless mobile applications and services on WLAN hotspots WMASH '04**

Publisher: ACM Press

Full text available: .pdf(192.89 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Wireless networked embedded terminals like personal digital assistants, cell-phones or sensor nodes are typically memory constrained devices. This limitation prevents the development of applications that require a large amount of run-time memory space. In a wired cum wireless scenario, a potentially unlimited amount of virtual memory can be found on remote servers installed on the wired network. However, virtual memory access requires performance constrained and lossless data flows against te ...

**Keywords:** mobility management, network swapping, proximity service, wireless networks

**12 Minerva: An automated resource provisioning tool for large-scale storage systems**

 Guillermo A. Alvarez, Elizabeth Borowsky, Susie Go, Theodore H. Romer, Ralph Becker-Szendy, Richard Golding, Arif Merchant, Mirjana Spasojevic, Alistair Veitch, John Wilkes  
November 2001 **ACM Transactions on Computer Systems (TOCS)**, Volume 19 Issue 4

**Publisher:** ACM Press

Full text available: .pdf(701.98 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Enterprise-scale storage systems, which can contain hundreds of host computers and storage devices and up to tens of thousands of disks and logical volumes, are difficult to design. The volume of choices that need to be made is massive, and many choices have unforeseen interactions. Storage system design is tedious and complicated to do by hand, usually leading to solutions that are grossly over-provisioned, substantially under-performing or, in the worst case, both. To solve the configuration ni ...

**Keywords:** Disk array, RAID, automatic design

**13 Building and supporting a massive data infrastructure for the masses**

 Anurag Shankar, Gustav Meglicki, Jeff Russ, Haichuan Yang, E. Chris Garrison  
November 2002 **Proceedings of the 30th annual ACM SIGUCCS conference on User services SIGUCCS '02**

**Publisher:** ACM Press

Full text available: .pdf(526.33 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

On a typical university campus, the words "massive data storage" (MDS) usually bring to mind technology high-end, high performance computing (HPC) users might use. This is because academic supercomputer sites have traditionally provided a tightly interwoven HPC and high performance, MDS fabric to their users for decades. However, a new paradigm in data storage is now emerging where large, central, hierarchical storage management (HSM) services may play an increasingly important role in the non-H ...

**Keywords:** DCE, DFS, HPSS, HSM, distributed storage, hierarchical storage management, massive data storage, support

**14 Technology to enable learning: Strategic decisions on technology selections for facilitating a network/systems laboratory using real options & total cost of ownership theories**

 Kimfong Lei, Phillip T. Rawles  
October 2003 **Proceedings of the 4th conference on Information technology curriculum CITC4 '03**

**Publisher:** ACM Press

Full text available: .pdf(407.50 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper addresses the selection of technologies that provide each student group a dedicated environment on a non-dedicated host machine. The authors investigated different combinations of enabling technologies and approaches, such as virtual machine technology, storage technology, and host operating system. Performance tests were developed and executed to profile the performance of the technologies. The results of this work provide an evaluation of the studied technologies and a selection gui ...

**Keywords:** VMware, course development, curriculum, end-user computing, innovative lab strategies in IT, interesting applications in IT, networking, operating systems, systems software

- 15 General storage protection techniques: The evolution of storage service providers: techniques and challenges to outsourcing storage

 Ragib Hasan, William Yurcik, Suvda Myagmar  
November 2005 **Proceedings of the 2005 ACM workshop on Storage security and survivability StorageSS '05**

**Publisher:** ACM Press

Full text available: .pdf(171.61 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

As enterprise storage needs grow, it is challenging to manage storage systems. The costs of locally managing, supporting, and maintaining resilience in storage systems has skyrocketed. Also, companies must comply with a growing number of federal and state legislations mandating secure handling of electronic information. In this context, outsourcing of storage to utility-model based service providers has emerged as a popular and often cost-effective option. However, this raises issues related to d ...

**Keywords:** data protection, outsourcing, storage service provider

- 16 Session V - underlying technology for collaborative systems: Network-based systems

 for asynchronous group communication

N. Jarrell, W. Barrett

December 1986 **Proceedings of the 1986 ACM conference on Computer-supported cooperative work CSCW '86**

**Publisher:** ACM Press

Full text available: .pdf(656.41 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Current computer-based mechanisms for asynchronous communication include electronic mail and computer conferencing systems. Electronic mail supports one-to-many communication patterns and has serious drawbacks when used for group interaction. Computer conferencing systems are typically implemented to execute on a single processor and users at remote locations access the shared information by logging on from terminals connected by dial-up lines. This paper presents an architecture for a network-based ...

- 17 Technical summary of the second IEEE workshop on workstation operating systems

 Luis-Felipe Cabrera

July 1990 **ACM SIGOPS Operating Systems Review**, Volume 24 Issue 3

**Publisher:** ACM Press

Full text available: .pdf(1.09 MB) Additional Information: [full citation](#), [index terms](#)

- 18 Requirements for a computer science curriculum emphasizing information

 technology: subject area curriculum issues

Charles Reynolds, Christopher Fox

March 1996 **ACM SIGCSE Bulletin , Proceedings of the twenty-seventh SIGCSE technical symposium on Computer science education SIGCSE '96**, Volume 28 Issue 1

**Publisher:** ACM Press

Full text available: .pdf(478.97 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 19 Wide-area monitoring of mobile objects: Electronic shepherd - a low-cost, low-

 bandwidth, wireless network system

Bjørn Thorstensen, Tore Syversen, Trond-Are Bjørnvold, Tron Walseth

June 2004 **Proceedings of the 2nd international conference on Mobile systems, applications, and services MobiSys '04**

**Publisher:** ACM Press

Full text available: [pdf\(409.68 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper reports a new novel low-cost, wireless communication network system, called the "Electronic Shepherd" (ES). The system is innovative in the way that it supports flock behavior, meaning that a flock leader monitors the state of the other elements in the flock using low-cost radio communication equipment. The paper addresses both details of the terminal devices and communication protocols, as well as testing of the system in a real environment. The ES system was originally made to addre ...

**Keywords:** GPRS, GPS, animal tracking, cost-effective communication, low-power equipment, rural computing, short-range communication, wireless network

20 [Technology magic: software distribution at Indiana University](#) 

 Bonnie R. Hites, Richard White

November 1997 **Proceedings of the 25th annual ACM SIGUCCS conference on User services: are you ready? SIGUCCS '97**

Publisher: ACM Press

Full text available: [pdf\(624.53 KB\)](#) Additional Information: [full citation](#), [citations](#), [index terms](#)

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### 1 [Persistent storage for distributed applications](#)

Richard Golding, John Wilkes

 September 1998 **Proceedings of the 8th ACM SIGOPS European workshop on Support for composing distributed applications EW '8**

Publisher: ACM Press

Full text available: [pdf\(676.16 KB\)](#) Additional Information: [full citation](#), [index terms](#)

### 2 [On using network attached disks as shared memory](#)

Marcos K. Aguilera, Burkhard Englert, Eli Gafni

 July 2003 **Proceedings of the twenty-second annual symposium on Principles of distributed computing PODC '03**

Publisher: ACM Press

Full text available: [pdf\(1.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Recent advances in storage technology have enabled systems like Storage Area Networks, where disks are attached directly to the network, rather than being under the control of a single process. In such an environment there is no a priori bound on the number of processes that may access the network attached disks, and so *uniform* implementations are desirable, that is, implementations that do not rely on the number of processes. We investigate how to use network attached disks, where some d ...

### 3 [The architecture of the Eden system](#)

Edward D. Lazowska, Henry M. Levy, Guy T. Almes, Michael J. Fischer, Robert J. Fowler, Stephen C. Vestal

 December 1981 **ACM SIGOPS Operating Systems Review, Proceedings of the eighth ACM symposium on Operating systems principles SOSP '81**, Volume 15 Issue 5

Publisher: ACM Press

Full text available: [pdf\(827.67 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The University of Washington's Eden project is a five-year research effort to design, build and use an "integrated distributed" computing environment. The underlying philosophy of Eden involves a fresh approach to the tension between these two adjectives. In briefest form, Eden attempts to support both good personal computing and good multi-user integration by combining a node machine / local network hardware base with a software environment that encourages a high degree of shar ...

### 4 [An end-to-end approach to globally scalable programmable networking](#)

Micah Beck, Terry Moore, James S. Plank



August 2003 **ACM SIGCOMM Computer Communication Review , Proceedings of the ACM SIGCOMM workshop on Future directions in network architecture FDNA '03**, Volume 33 Issue 4

Publisher: ACM Press

Full text available: [pdf\(447.96 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The three fundamental resources underlying Information Technology are bandwidth, storage, and computation. The goal of wide area infrastructure is to provision these resources to enable applications within a community. The end-to-end principles provide a scalable approach to the architecture of the shared services on which these applications depend. As a prime example, IP and the Internet resulted from the application of these principles to bandwidth resources. A similar application to storage r ...

**Keywords:** Internet Backplane Protocol, Logistical Network Computing, active networking, asynchronous communications, distributed state management, end-to-end design, network storage, programmable networking, scalability, store and forward network

## 5 Extending the operating system to support an object-oriented environment

September 1989 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '89**, Volume 24 Issue 10

Publisher: ACM Press

Full text available: [pdf\(1.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Comandos is a project within the European Strategic Programme for Research on Information Technology - ESPRIT and it stems from the identified need of providing simpler and more integrated environments for application development in large distributed systems. The fundamental goal of the project is the definition of an integrated platform providing support for distributed and concurrent processing in a LAN environment, extensible and distributed data management an ...

## 6 System support for pervasive applications

November 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 4

Publisher: ACM Press

Full text available: [pdf\(1.82 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Pervasive computing provides an attractive vision for the future of computing. Computational power will be available everywhere. Mobile and stationary devices will dynamically connect and coordinate to seamlessly help people in accomplishing their tasks. For this vision to become a reality, developers must build applications that constantly adapt to a highly dynamic computing environment. To make the developers' task feasible, we present a system architecture for pervasive computing, called & ...

**Keywords:** Asynchronous events, checkpointing, discovery, logic/operation pattern, migration, one.world, pervasive computing, structured I/O, tuples, ubiquitous computing

## 7 A formal model for reasoning about adaptive QoS-enabled middleware

January 2004 **ACM Transactions on Software Engineering and Methodology (TOSEM)**, Volume 13 Issue 1

Publisher: ACM Press

Full text available: [pdf\(1.42 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Systems that provide distributed multimedia services are subject to constant evolution; customizable middleware is required to effectively manage this change. Middleware services for resource management execute concurrently with each other, and with application activities, and can, therefore, potentially interfere with each other. To ensure cost-effective QoS in distributed multimedia systems, safe composableability of resource management services is essential. In this article, we present a meta-arc ...

**Keywords:** Middleware services, actors, meta-object models, multimedia, quality-of-service, reflection, theoretical foundations

## 8 An actor-based programming system

 Roy J. Byrd, Stephen E. Smith, S. Peter deJong  
June 1982 **ACM SIGOA Newsletter, Proceedings of the SIGOA conference on Office information systems**, Volume 3 Issue 1-2

**Publisher:** ACM Press

Full text available:  pdf(944.99 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A programming system is described with which applications are built by defining collections of communicating objects, called actors. The actor programming system provides a uniform environment in which distributed applications can be automated in a highly modular and efficient manner. The system's design is based on the formal theory of actors, with certain modifications made for the sake of efficiency. We describe our view of the actor system, and an implementation of that view. We also di ...

## 9 Operating systems for sensor networks: Design and implementation of a single system image operating system for ad hoc networks

 Hongzhou Liu, Tom Roeder, Kevin Walsh, Rimon Barr, Emin Gün Sirer  
June 2005 **Proceedings of the 3rd international conference on Mobile systems, applications, and services MobiSys '05**

**Publisher:** ACM Press

Full text available:  pdf(261.28 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

In this paper, we describe the design and implementation of a distributed operating system for ad hoc networks. Our system simplifies the programming of ad hoc networks and extends total system lifetime by making the entire network appear as a single virtual machine. It automatically and transparently partitions applications into components and dynamically finds them a placement on nodes within the network to reduce energy consumption and to increase system longevity. This paper describes our pr ...

## 10 Fine-grained mobility in the Emerald system

 Eric Jul, Henry Levy, Norman Hutchinson, Andrew Black  
February 1988 **ACM Transactions on Computer Systems (TOCS)**, Volume 6 Issue 1

**Publisher:** ACM Press

Full text available:  pdf(2.01 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Emerald is an object-based language and system designed for the construction of distributed programs. An explicit goal of Emerald is support for object mobility; objects in Emerald can freely move within the system to take advantage of distribution and dynamically changing environments. We say that Emerald has fine-grained mobility because Emerald objects can be small data objects as well as process objects. Fine-grained mobility allows us to apply mobility in new ways but presents implemen ...

## 11 Bridging the digital divide: storage media + postal network = generic high-bandwidth communication

 Nitin Garg, Sumeet Sobti, Junwen Lai, Fengzhou Zheng, Kai Li, Randolph Y. Wang, Arvind Krishnamurthy  
May 2005 **ACM Transactions on Storage (TOS)**, Volume 1 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(748.97 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Making high-bandwidth Internet access pervasively available to a large worldwide audience is a difficult challenge, especially in many developing regions. As we wait for the uncertain takeoff of technologies that promise to improve the situation, we propose to explore an approach that is potentially more easily realizable: the use of digital storage media transported by the postal system as a general digital communication mechanism. We shall call such a system a *Postmanet*. Compared to mor ...

**Keywords:** Distributed systems, peer-to-peer systems, postal system, storage systems, the digital divide

**12 Filing and printing services on a local-area network**

 P. Janson, L. Svobodova, E. Maehle

October 1983 **ACM SIGCOMM Computer Communication Review, Proceedings of the eighth symposium on Data communications SIGCOMM '83**, Volume 13 Issue 4

**Publisher:** ACM Press

Full text available: [pdf\(803.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes the design and implementation of filing and printing services in a distributed system based on a token-ring local-area network. The main emphasis is put on the communication aspects of the client/server scenario: roles of a client and a server in a communication protocol, and the integration of communication protocols with applications.

**13 Fast detection of communication patterns in distributed executions**

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research CASCON '97**

**Publisher:** IBM Press

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

**14 Axon: network virtual storage design**

 James P. G. Sterbenz, Gurudatta M. Parulkar

April 1990 **ACM SIGCOMM Computer Communication Review**, Volume 20 Issue 2

**Publisher:** ACM Press

Full text available: [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

This paper describes the design of *network virtual storage* (NVS) in the Axon host communication architecture for distributed applications. The Axon project is investigating an integrated design of host architecture, operating systems, and communication protocols to allow applications to utilise the high bandwidth provided by the next generation of communication networks. NVS extends segmented paged virtual storage management and address translation mechanisms to include segments ...

**15 Metascheduling for continuous media**

 David P. Anderson

August 1993 **ACM Transactions on Computer Systems (TOCS)**, Volume 11 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(1.64 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

Next-generation distributed systems will support continuous media (digital audio and video) in the same framework as other data. Many applications that use continuous media need guaranteed end-to-end performance (bounds on throughput and delay). To reliably support these requirements, system components such as CPU schedulers, networks, and file systems must offer performance guarantees. A metascheduler coordinates these components, negotiating end-to-end gu ...

**Keywords:** multimedia, resource management

## 16 Evolving RPC for active storage

 Muthian Sivathanu, Andrea C. Arpaci-Dusseau, Remzi H. Arpaci-Dusseau  
October 2002 **ACM SIGPLAN Notices , ACM SIGOPS Operating Systems Review , ACM SIGARCH Computer Architecture News , Proceedings of the 10th international conference on Architectural support for programming languages and operating systems ASPLOS-X**, Volume 37 , 36 , 30 Issue 10 , 5 , 5

**Publisher:** ACM Press

Full text available: [pdf\(1.56 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

We introduce Scriptable RPC (SRPC), an RPC-based framework that enables distributed system services to take advantage of active components. Technology trends point to a world where each component in a system (whether disk, network interface, or memory) has substantial computational capabilities; however, traditional methods of building distributed services are not designed to take advantage of these new architectures, mandating wholesale change of the software base to exploit more powerful hardw ...

## 17 A wide-area Distribution Network for free software

 Arno Bakker, Maarten Van Steen, Andrew S. Tanenbaum  
August 2006 **ACM Transactions on Internet Technology (TOIT)**, Volume 6 Issue 3

**Publisher:** ACM Press

Full text available: [pdf\(215.08 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The Globe Distribution Network (GDN) is an application for the efficient, worldwide distribution of freely redistributable software packages. Distribution is made efficient by encapsulating the software into special distributed objects which efficiently replicate themselves near to the downloading clients. The Globe Distribution Network takes a novel, optimistic approach to stop the illegal distribution of copyrighted and illicit material via the network. Instead of having moderators check the p ...

**Keywords:** Distributed objects, copyright, file sharing, middleware, software distribution, traceable content, wide-area networks

## 18 Session 3: Active disk paxos with infinitely many processes

 Gregory Chockler, Dahlia Malkhi  
July 2002 **Proceedings of the twenty-first annual symposium on Principles of distributed computing PODC '02**

**Publisher:** ACM Press

Full text available: [pdf\(1.10 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

We present an improvement to the Disk Paxos protocol by Gafni and Lamport which utilizes extended functionality and flexibility provided by *Active Disks* and supports unmediated concurrent data access by an unlimited number of processes. The solution facilitates coordination by an infinite number of clients using finite shared memory. It is based on a collection of read-modify-write objects with faults, that emulate a new, reliable shared memory abstraction called a *ranked register*. ...

## 19 Service infrastructure and network management: Using code collection to support

 **large applications on mobile devices**

Lucian Popa, Irina Athanasiu, Costin Raiciu, Raju Pandey, Radu Teodorescu  
September 2004 **Proceedings of the 10th annual international conference on Mobile computing and networking MobiCom '04**

Publisher: ACM Press

Full text available:  [pdf\(252.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The progress of mobile device technology unfolds a new spectrum of applications that challenges conventional infrastructure models. Most of these devices are perceived by their users as "appliances" rather than computers and accordingly the application management should be done transparently by the underlying system unlike classic applications managed explicitly by the user. Memory management on such devices should consider new types of mobile applications involving code mobility such as mobile ...

**Keywords:** caching, code collection, garbage collection

20 **LegionFS: a secure and scalable file system supporting cross-domain high-performance applications** 

Brian S. White, Michael Walker, Marty Humphrey, Andrew S. Grimshaw  
November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM) Supercomputing '01**

Publisher: ACM Press

Full text available:  [pdf\(499.88 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Realizing that current file systems can not cope with the diverse requirements of wide-area collaborations, researchers have developed data access facilities to meet their needs. Recent work has focused on comprehensive data access architectures. In order to fulfill the evolving requirements in this environment, we suggest a more fully-integrated architecture built upon the fundamental tenets of naming, security, scalability, extensibility, and adaptability. These form the underpinning of the Le ...

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**IEEE JNL** IEEE Journal or Magazine

**IET JNL** IET Journal or Magazine

**IEEE CNF** IEEE Conference Proceeding

**IET CNF** IET Conference Proceeding

**IEEE STD** IEEE Standard

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**1. Implementing location independent invocation**

Black, A.P.; Artsy, Y.;  
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 Volume 1, Issue 1, Jan. 1990 Page(s):107 - 119  
 Digital Object Identifier 10.1109/71.80129

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**2. OBIWAN: design and implementation of a middleware platform**

Ferreira, P.; Veiga, L.; Ribeiro, C.;  
[Parallel and Distributed Systems, IEEE Transactions on](#)  
 Volume 14, Issue 11, Nov. 2003 Page(s):1086 - 1099  
 Digital Object Identifier 10.1109/TPDS.2003.1247670

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Tarella and K. Nystrom, "Introduction to **Storage Area Network**," ...  
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